EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S376	671	726/2.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:52
S377	712	726/3.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:52
S378	356	726/14.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:52
S379	1862	713/168.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:52
S380	1288	713/189.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:52
S381	670	713/150.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:52
S382	455	713/151.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:52
S383	198	713/152.ccls.	US-PGPUB; USPAT	OR	ON	2007/07/11 10:53
S384	2	tabular adj3 data adj4 stream same handshake	US-PGPUB; USPAT	OR	ON	2007/07/11 10:54
S385	6	tabular adj3 data adj4 stream and SSL	US-PGPUB; USPAT	OR	ON	2007/07/11 10:54
S386	307	handshake adj3 protocol and SSL	US-PGPUB; USPAT	OR	ON	2007/07/11 10:56
S387	3	tabular adj3 data adj4 stream same handshake	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 11:01
S388	314	handshake adj3 protocol and SSL	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 10:58
S389	168	handshake adj3 protocol same SSL	US-PGPUB; USPAT	OR	ON	2007/07/11 10:56
S390	31	handshake adj3 protocol and JDBC	US-PGPUB; USPAT	OR	ON	2007/07/11 10:56
S391	1	handshake adj3 protocol and JDBC and JSSE	US-PGPUB; USPAT	OR	ON	2007/07/11 10:57
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S39 3	3	tds near4 handshake adj3 protocol	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 10:58
S39 4	3	tds same handshake adj3 protocol	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 10:58
S39 5	306	handshake adj3 protocol and(SSL or secure adj3 socket adj4 layer) and (encipher$4 or cipher$4 or encrypt$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 10:59
S39 6	2975	JDBC or (java adj3 database adj4 connectivity)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 11:00
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S40 4	2	S396 and S381	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 11:02
S40 5	5	S396 and S382	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 11:02
S40 6	0	S396 and S383	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/07/11 11:44

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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S40 9	1	(tabular and data and stream and handshake and protocol and java and client and (encrypt$4 or cipher$4 or encipher$4) and initiating and standard).CLM.	US-PGPUB; USPAT	OR	ON	2007/07/11 15:35

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<u>Enhanced **tabular data stream protocol** - Patent 20050182800</u>
A computing system comprising: a **tabular data stream** (TDS) **protocol** that ... and,
initiating **handshake** via the TDS **protocol** common to the server and the ...
www.freepatentsonline.com/20050182800.html - 166k - <u>Cached</u> - <u>Similar pages</u>

> <u>Translation of secure communications for **handshake** protocols ...</u>
> ... determining whether a **Tabular Data Stream** (TDS) **handshake protocol** is .....
> The basic structure of **Tabular Data Stream** (TDS) packets, which are used in ...
> www.freepatentsonline.com/20050149718.html - 82k - <u>Cached</u> - <u>Similar pages</u>

<u>SNIA - Storage Networking Industry Association: Dictionary T</u>
Using the security parameters created by the TLS **Handshake Protocol**, it takes
messages to be transmitted, fragments the **data** into manageable blocks, ...
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<u>Network Instruments® | Observer's **Protocol** Decodes</u>
Oracle - TDS - Oracle **Tabular Data Stream** ... PPP - CHAP - Challenge **Handshake**
Authentication **Protocol** ... SQL - SQL/TDS - SQL **Tabular Data Stream** ...
www.networkinstruments.com/products/decode_listing.html - 63k -
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<u>Cryptographic Services and FIPS Compliance in Windows Mobile 5.0 ...</u>
Microsoft Challenge **Handshake** Authentication **Protocol** (MSCHAP) is an
encrypted ... SQL **Tabular Data Stream** (TDS) **protocol** that is used with the
Windows ...
www.microsoft.com/.../mobile/maintain/SecModel/6ab28686-ecc1-4641-81bd-
516bffd07ea0.mspx - 13k - <u>Cached</u> - <u>Similar pages</u>

<u>WildPackets - Decodes</u>
SNTP, Simple Network Time **Protocol** (RFC 1769). TCP, Transmission Control
Protocol (RFC 761). TDS, **Tabular Data Stream** (Sybase and MS SQL) ...
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> <u>WildPackets - Decodes</u>
> TBRPF, Wireless Mesh Networking **Protocol**. TCP, Transmission Control **Protocol**
> (RFC 761). TDS, **Tabular Data Stream** (Sybase and MS SQL) ...
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<u>Packetyzer supports all protocols and media which are supported by ...</u>
... **Protocol** PPP Challenge **Handshake** Authentication **Protocol** PPP
Compressed ... Channel D (LAPD) TPKT - ISO on TCP - RFC1006 **Tabular Data
Stream** Tango ...
networkchemistry.com/products/packetyzer_protocols.txt - 28k -
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<u>**Protocol** Analyzer: Anritsu : **Protocol** Support for MD1230A/MD1231A ...</u>
1, TO_TDS, **Tabular Data Stream**. TCP/IP v4. 1, ATMP, Ascend Tunnel
Management **Protocol**. 2, AUTH, Internet Authentication **Protocol** ...
www.anritsu.co.jp/e/products/measurement/md1230a/md1230_protocollist_e.asp -
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<u>O'Reilly - Safari Books Online - 1932266828 - Ethereal Packet Sniffing</u>
chap PPP Challenge **Handshake** Authentication **Protocol**. chdlc Cisco HDLC .... tcp
Transmission Control **Protocol**. tds **Tabular Data Stream**. telnet Telnet ...
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<u>Thick Client Application Security - Defenses : Palisade</u>
During this **handshake**, both the client and the server agree upon a specific ... SQL
Server uses **Tabular Data Stream** (TDS) packets for exchanging commands ...
palisade.plynt.com/issues/2006May/thick-client-defenses/ - 15k -
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PPP Challenge **Handshake** Authentication **Protocol**. PPP Comp. PPP Compression
Control **Protocol** .... Transmission Control **Protocol**. TDS. **Tabular Data Stream** ...
www.spirentcom.com/documents/1329.pdf - <u>Similar pages</u>

[PDF] PRODUCT INTRODUCTION
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AppleTalk **Data Stream Protocol**. 2. AEP. AppleTalk Echo **Protocol** ..... PPP
Challenge **Handshake** Authentication. **Protocol** (CHAP). Anritsu Corp. ...
www.anritsu.co.jp/Products/pdf_e/MD1230A31A_EIA1100.pdf - <u>Similar pages</u>

<u>Page 7 - Authenticating Logins</u>
Notice that the **protocol** used is TDS, which stands for **Tabular Data Stream**. TDS
is the **protocol** used by Open **Data** Services (ODS), which is a set of ...
www.aspfree.com/c/a/MS-SQL-Server/Authenticating-Logins/6/ - 95k -
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<u>JDSU **Protocol** Decodes for DominoNAS v3.0 - United States</u>
CHAP, 2, CHAP - PPP Challenge **Handshake** Authentication **Protocol** ..... TDS
(Sybase), 5, **Tabular Data Stream Protocol**. Oracle. Oracle Server, 7, Oracle
Server ...
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<u>Caloga - Téléchargement - Windows - Utilitaires - Réseau - Packetyser</u>
PPP Challenge **Handshake** Authentication **Protocol** PPP Compressed Datagram ...
Tabular Data Stream TACACS+ TACACS Tazmen Sniffer **Protocol** ...
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<u>EP939546 St european software patent - Filtering of digital **data** ...</u>
The broadcast digital **data stream** may arrive at the set-top-box via a satellite .....
there will be a request/grant **handshake protocol** between the section ...
gauss.ffii.org/PatentView/EP939546 - 85k - <u>Cached</u> - <u>Similar pages</u>

    <u>EP1271932 St european software patent - A receiver - Gauss</u>
    A receiver for receiving a **data stream** comprises a filtering arrangement for ..... will
    be a request/grant **handshake protocol** between the section filter 30 ...
    gauss.ffii.org/PatentView/EP1271932 - 86k - <u>Cached</u> - <u>Similar pages</u>

<u>SANS Internet Storm Center; Cooperative Network Security Community ...</u>
... we saw the **data** appeared to include a **Tabular Data Stream protocol** packet. ...
We see the 3-way **handshake** and the next packet is the capture **data**. ...
isc.sans.org/diary.html?storyid=1501 - 37k - <u>Cached</u> - <u>Similar pages</u>

[PDF] <u>Evaluation of a microcomputer-based clinical laboratory **data** ...</u>
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data can be retrieved graphically or in **tabular** form after. being processed with
another 840 ..... ing preparation of the **handshake protocol**, is required; ...
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The Internet Report
The IP architecture assumes that each **Data** Link subnetwork is labeled with a
single ...... RFC 1994, PPP Challenge **Handshake** Authentication **Protocol**
(CHAP) ...
ietfreport.isoc.org/rfc1900-1999.html - 160k - <u>Cached</u> - <u>Similar pages</u>

[PDF] <u>A survey of light-weight transport protocols for high-speed ...</u>
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Control bytes can be inserted into the **data stream** at any point to ..... Furthermore,
the **handshake protocol** can. be achieved out of band, whereas implicit ...
ieeexplore.ieee.org/iel1/26/2236/00061485.pdf?arnumber=61485 - <u>Similar pages</u>

School of Informatics at Edinburgh Postgraduate Prospectus ...
These techniques can take advantage of the fact that self-timed circuits halt when a
handshake protocol is violated due to a fault. ...
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The merged **data stream** that the proxy sends to the. client is indistinguishable from
a ..... The initial **handshake protocol** sets up the first channel, ...
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RFC 916 (rfc916) - Reliable Asynchronous Transfer **Protocol** (RATP)
As can be seen from this partial description the MODEM **protocol** is unidirectional,
data can only pass from the sender to the receiver in a **stream**. ...
www.faqs.org/rfcs/rfc916.html - 110k - <u>Cached</u> - <u>Similar pages</u>

SecurityLex.org - Security Glossary
This means the three-way **handshake** must be completed before any **data** can be
sent across the connection. .... TDS [3]: TDS stands for **Tabular Data Stream**. ...
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speed transaction **protocol** overhead gives 162 bytes. per frame. • an 2B+D ISDN
isochronous telephony device (only. considering the main **data streams** and ...
www.usb.org/developers/whitepapers/bwpaper2.pdf - <u>Similar pages</u>

SANS Institute - Intrusion Detection FAQ: An analysis of SQL ...
The first byte in the datagram is the **Tabular Data Stream** (TDS) packet type 0x10 ...
handshake and MS SQL Server login before the xp_cmdshell query is sent. ...
www.sans.org/resources/idfaq/spider.php - 44k - <u>Cached</u> - <u>Similar pages</u>

Ethereal: Display Filter Reference
On each **protocol** page you will find a list of supported display filters for that ..... tds:
Tabular Data Stream. tei_management: TEI Management Procedure, ...
www.ethereal.com/docs/dfref/ - 89k - <u>Cached</u> - <u>Similar pages</u>

Integrated circuits, systems, apparatus, packets and processes ...
Thus, source 103 sends a first **data stream** to forwarder A at node 131, ... Once
the **handshake protocol** is accomplished Host 811 and the particular ...
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In this Subsection we shall analyse mobile SQL quering for **tabular data** and ..... A
server **hand-shake protocol** should be implemented so that the primary ...
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... Digital Subscriber Line ADSP Apple **Datastream Protocol** ADSR Attack, ...
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1.6 Are there any plans to support {your favorite **protocol**}? ..... Channel D (LAPD)
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(Sybase). **Tabular**. **Datastream**. **Protocol**. To. IPX. UDP. User. Datagram.
Protocol. TNS. (Oracle). Transparent. Network. Substrate ...
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D/A Digital to Analog DAA **Data** Access Arrangement + Decimal Adjust for ......
Protocol/Internet **Protocol** TD Transmit **Data** TDC **Tabular Data** Control TDD ...
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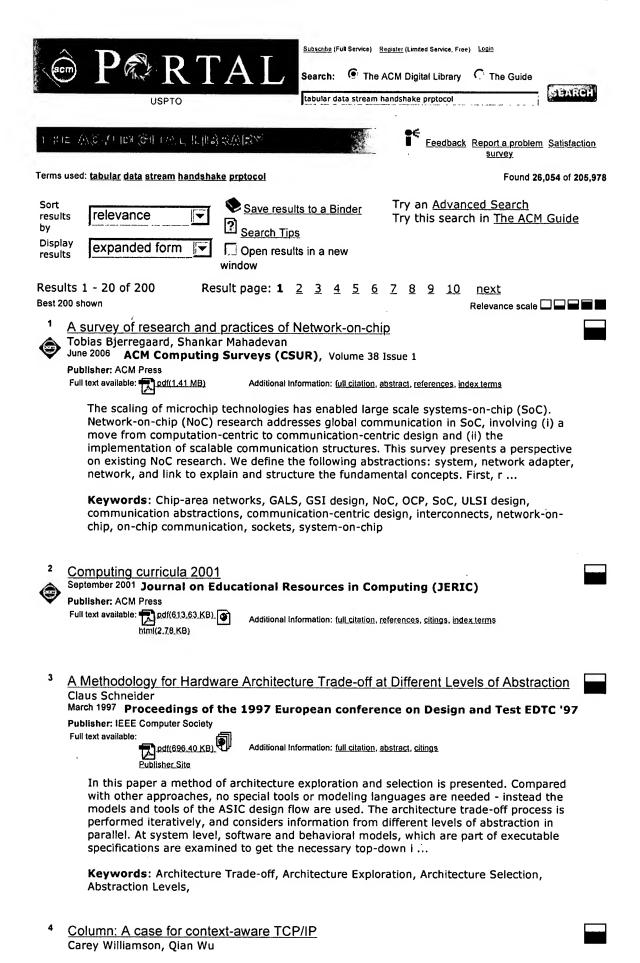
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BA Bell Atlantic (company) BACP Bandwidth Allocation Control **Protocol** BAK ......
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1 A survey of research and practices of Network-on-chip   ⬛
Tobias Bjerregaard, Shankar Mahadevan
June 2006 **ACM Computing Surveys (CSUR),** Volume 38 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(1.41 MB)   Additional Information: full citation, abstract, references, index terms

The scaling of microchip technologies has enabled large scale systems-on-chip (SoC). Network-on-chip (NoC) research addresses global communication in SoC, involving (i) a move from computation-centric to communication-centric design and (ii) the implementation of scalable communication structures. This survey presents a perspective on existing NoC research. We define the following abstractions: system, network adapter, network, and link to explain and structure the fundamental concepts. First, r ...

Keywords: Chip-area networks, GALS, GSI design, NoC, OCP, SoC, ULSI design, communication abstractions, communication-centric design, interconnects, network-on-chip, on-chip communication, sockets, system-on-chip

2 Computing curricula 2001   ⬛
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Publisher: ACM Press
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3 A Methodology for Hardware Architecture Trade-off at Different Levels of Abstraction   ⬛
Claus Schneider
March 1997 **Proceedings of the 1997 European conference on Design and Test EDTC '97**
Publisher: IEEE Computer Society
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In this paper a method of architecture exploration and selection is presented. Compared with other approaches, no special tools or modeling languages are needed - instead the models and tools of the ASIC design flow are used. The architecture trade-off process is performed iteratively, and considers information from different levels of abstraction in parallel. At system level, software and behavioral models, which are part of executable specifications are examined to get the necessary top-down i ...

Keywords: Architecture Trade-off, Architecture Exploration, Architecture Selection, Abstraction Levels,

4 Column: A case for context-aware TCP/IP   ⬛
Carey Williamson, Qian Wu

March 2002 **ACM SIGMETRICS Performance Evaluation Review**, Volume 29 Issue 4
Publisher: ACM Press
Full text available: pdf(1.55 MB)   Additional Information: full citation, abstract, references, citings

This paper discusses the design and evaluation of CATNIP, a Context-Aware Transport/Network Internet Protocol for the Web. This integrated protocol uses application-layer knowledge (i.e., Web document size) to provide explicit context information to the TCP and IP protocols. While this approach violates the traditional layered Internet protocol architecture, it enables informed decision-making, both at network endpoints and at network touters, regarding flow control, congestion control, and pack ...

Keywords: TCP/IP, internet protocols, network emulation, network simulation, web performance

5 Novel directions in architectural simulation and validation: Interactive presentation: Impact of description language, abstraction layer, and value representation on simulation performance

Wolfgang Ecker, Volkan Esen, Lars Schönberg, Thomas Steininger, Michael Velten, Michael Hull
April 2007   **Proceedings of the conference on Design, automation and test in Europe DATE '07**
Publisher: ACM Press
Full text available: pdf(220.73 KB)   Additional Information: full citation, abstract, references

In recent years other verification features than simulation performance such as robustness and debugging gained increasing impact on simulation language and tool selection. However, fastest model execution speed is still priority number one for many design and verification engineers. This can be seen in the continuously growing interest in virtual prototypes and transaction level modeling (TLM).

As part of the ongoing re-work modeling language strategies and the world wide introduction ...

6 Aurora: a new model and architecture for data stream management

Daniel J. Abadi, Don Carney, Ugur Çetintemel, Mitch Cherniack, Christian Convey, Sangdon Lee, Michael Stonebraker, Nesime Tatbul, Stan Zdonik
August 2003 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 12 Issue 2
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(585.97 KB)   Additional Information: full citation, abstract, citings, index terms

Abstract.This paper describes the basic processing model and architecture of Aurora, a new system to manage data streams for monitoring applications. Monitoring applications differ substantially from conventional business data processing. The fact that a software system must process and react to continual inputs from many sources (e.g., sensors) rather than from human operators requires one to rethink the fundamental architecture of a DBMS for this application area. In this paper, we present Aur ...

Keywords: Continuous queries, Data stream management, Database triggers, Quality-of-service, Real-time systems

7 Issues in data stream management

Lukasz Golab, M. Tamer Özsu
June 2003   **ACM SIGMOD Record**, Volume 32 Issue 2
Publisher: ACM Press
Full text available: pdf(195.61 KB)   Additional Information: full citation, abstract, references, citings

Traditional databases store sets of relatively static records with no pre-defined notion of time, unless timestamp attributes are explicitly added. While this model adequately represents commercial catalogues or repositories of personal information, many current and emerging applications require support for on-line analysis of rapidly changing data streams. Limitations of traditional DBMSs in supporting streaming applications have been recognized, prompting research to augment existing technolog ...

8 XML query processing: Query processing of streamed XML data

Leonidas Fegaras, David Levine, Sujoe Bose, Vamsi Chaluvadi

November 2002 **Proceedings of the eleventh international conference on Information and knowledge management CIKM '02**

Publisher: ACM Press

Full text available: pdf(246.55 KB)   Additional Information: full citation, abstract, references, citings, index terms

We are addressing the efficient processing of continuous XML streams, in which the server broadcasts XML data to multiple clients concurrently through a multicast data stream, while each client is fully responsible for processing the stream. In our framework, a server may disseminate XML fragments from multiple documents in the same stream, can repeat or replace fragments, and can introduce new fragments or delete invalid ones. A client uses a light-weight database based on our proposed XML alge ...

Keywords: XML, databases, query optimization, query processing

9 Full papers: Horizontal aggregations for building tabular data sets

Carlos Ordonez

June 2004   **Proceedings of the 9th ACM SIGMOD workshop on Research issues in data mining and knowledge discovery DMKD '04**

Publisher: ACM Press

Full text available: pdf(183.18 KB)   Additional Information: full citation, abstract, references

In a data mining project, a significant portion of time is devoted to building a data set suitable for analysis. In a relational database environment, building such data set usually requires joining tables and aggregating columns with SQL queries. Existing SQL aggregations are limited since they return a single number per aggregated group, producing one row for each computed number. These aggregations help, but a significant effort is still required to build data sets suitable for data mining pu ...

10 Stable distributions, pseudorandom generators, embeddings, and data stream computation

Piotr Indyk

May 2006   **Journal of the ACM (JACM)**, Volume 53 Issue 3

Publisher: ACM Press

Full text available: pdf(146.78 KB)   Additional Information: full citation, abstract, references, index terms

In this article, we show several results obtained by combining the use of *stable distributions* with *pseudorandom generators for bounded space*. In particular:---We show that, for any $p \in (0, 2]$, one can maintain (using only $O(\log n/\ε^2)$ words of storage) a *sketch $C(q)$* of a point $q \in l^n_p$ under dynamic updates of its coordinates. The sketch has the property that, given $C(q)$ ...

Keywords: data streams, dimensionality reduction, embeddings, norms, sketching

11 Communicating logic: an alternative embedded stream processing paradigm

Norbert Imlig, Ryusuke Konishi, Tsunemichi Shiozawa, Kiyoshi Oguri, Kouichi Nagami, Hideyuki Ito, Minoru Inamori, Hiroshi Nakada

January 2000 **Proceedings of the 2000 conference on Asia South Pacific design automation ASP-DAC '00**

Publisher: ACM Press

Full text available: pdf(286.93 KB)   Additional Information: full citation, references

12 IP Design and Reuse: Synthesis of pipelined memory access controllers for streamed data applications on FPGA-based computing engines

Joonseok Park, Pedro C. Diniz

September 2001 **Proceedings of the 14th international symposium on Systems synthesis ISSS '01**

Publisher: ACM Press

Full text available: pdf(193.12 KB)   Additional Information: full citation, abstract, references, citings, index terms

Commercially available behavioral synthesis tools do not adequately support FPGA vendor-specific external memory interfaces making it extremely difficult to exploit

pipelined memory access modes as well as application specific memory operations scheduling critical for high-performance solutions. This lack of support substantially increases the complexity and the burden on designers in the mapping of applications to FPGA-based computing engines. In this paper we address the problem of external me ...

Keywords: FPGA-based configurable computing, hardware interfaces and customizable memory controllers, scheduling of memory accesses

13 Self adaptation and physical awareness in high-level synthesis: Loop pipelining for high-throughput stream computation using self-timed rings
Gennette Gill, John Hansen, Montek Singh
November 2006 **Proceedings of the 2006 IEEE/ACM international conference on Computer-aided design ICCAD '06**
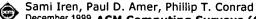Publisher: ACM Press
Full text available: pdf(175.36 KB)   Additional Information: full citation, abstract, references, index terms

We present a technique for increasing the throughput of stream processing architectures by removing the bottlenecks caused by loop structures. We implement loops as self-timed pipelined rings that can operate on *multiple data sets* concurrently. Our contribution includes a transformation algorithm which takes as input a high-level program and gives as output the structure of an optimized pipeline ring. Our technique handles nested loops and is further enhanced by loop unrolling. Simulat ...

14 The transport layer: tutorial and survey
Sami Iren, Paul D. Amer, Phillip T. Conrad
December 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 4
Publisher: ACM Press
Full text available: pdf(261.78 KB)   Additional Information: full citation, abstract, references, citings, index terms

Transport layer protocols provide for end-to-end communication between two or more hosts. This paper presents a tutorial on transport layer concepts and terminology, and a survey of transport layer services and protocols. The transport layer protocol TCP is used as a reference point, and compared and contrasted with nineteen other protocols designed over the past two decades. The service and protocol features of twelve of the most important protocols are summarized in both text and tables.< ...

Keywords: TCP/IP networks, congestion control, flow control, transport protocol, transport service

15 Cryptography and data security
Dorothy Elizabeth Robling Denning
January 1982 Book
Publisher: Addison-Wesley Longman Publishing Co., Inc.
Full text available: pdf(19.47 MB)   Additional Information: full citation, abstract, references, citings, index terms

From the Preface (See Front Matter for full Preface)

Electronic computers have evolved from exiguous experimental enterprises in the 1940s to prolific practical data processing systems in the 1980s. As we have come to rely on these systems to process and store data, we have also come to wonder about their ability to protect valuable data.

Data security is the science and study of methods of protecting data in computer and communication systems from unauthorized disclosure ...

16 Q focus: semi-structured data: XML <and semi-structured data>
C. M. Sperberg-McQueen
October 2005 **Queue**, Volume 3 Issue 8
Publisher: ACM Press
Full text available: pdf(222.30 KB)
html(32.69 KB)   Additional Information: full citation, abstract, references, index terms

XML, as defined by the World Wide Web Consortium in 1998, is a method of marking up a document or character stream to identify structural or other units within the data. XML

makes several contributions to solving the problem of semi-structured data, the term database theorists use to denote data that exhibits any of the following characteristics:•Numerous repeating fields and structures in a naive hierarchical representation of the data, which lead to large numbers of tables in a sec ...

17 Building MEMS-based storage systems for streaming media

Raju Rangaswami, Zoran Dimitrijević, Edward Chang, Klaus Schauser

June 2007 **ACM Transactions on Storage (TOS),** Volume 3 Issue 2

Publisher: ACM Press

Full text available: pdf(615.22 KB)   Additional Information: full citation, abstract, references, index terms

The performance of streaming media servers has been limited by the dual requirements of high disk throughput (to service more clients simultaneously) and low memory use (to decrease system cost). To achieve high disk throughput, disk drives must be accessed with large IOs to amortize disk access overhead. Large IOs imply an increased requirement of expensive DRAM, and, consequently, greater overall system cost. MEMS-based storage, an emerging storage technology, is predicted to offer a price- ...

Keywords: I/O scheduling, MEMS-based storage, Storage architecture, multidisk storage, streaming media

18 XML stream processing using tree-edit distance embeddings

Minos Garofalakis, Amit Kumar

March 2005 **ACM Transactions on Database Systems (TODS),** Volume 30 Issue 1

Publisher: ACM Press

Full text available: pdf(726.56 KB)   Additional Information: full citation, abstract, references, citings, index terms

We propose the first known solution to the problem of correlating, in small space, continuous streams of XML data through approximate (structure and content) matching, as defined by a general tree-edit distance metric. The key element of our solution is a novel algorithm for obliviously embedding tree-edit distance metrics into an $L1$ vector space while guaranteeing a (worst-case) upper bound of $O(\log^2 n \log\ast n)$ on the distance distortion betwee ...

Keywords: XML, approximate query processing, data streams, data synopses, metric-space embeddings, tree-edit distance

19 The 8 requirements of real-time stream processing

Michael Stonebraker, Uğur Çetintemel, Stan Zdonik

December 2005 **ACM SIGMOD Record,** Volume 34 Issue 4

Publisher: ACM Press

Full text available: pdf(397.83 KB)   Additional Information: full citation, abstract, references, citings, index terms

Applications that require real-time processing of high-volume data steams are pushing the limits of traditional data processing infrastructures. These stream-based applications include market feed processing and electronic trading on Wall Street, network and infrastructure monitoring, fraud detection, and command and control in military environments. Furthermore, as the "sea change" caused by cheap micro-sensor technology takes hold, we expect to see everything of material significance on the pl ...

20 Performance, reliability & scalability: SCTP: an innovative transport layer protocol for the web

Preethi Natarajan, Janardhan R. Iyengar, Paul D. Amer, Randall Stewart

May 2006 **Proceedings of the 15th international conference on World Wide Web WWW '06**

Publisher: ACM Press

Full text available: pdf(327.59 KB)   Additional Information: full citation, abstract, references, index terms

We propose using the Stream Control Transmission Protocol (SCTP), a recent IETF transport layer protocol, for reliable web transport. Although TCP has traditionally been used, we argue that SCTP better matches the needs of HTTP-based network applications. This position paper discusses SCTP features that address: (i) head-of-line blocking within a single TCP connection, (ii) vulnerability to network failures, and (iii) vulnerability to denial-of-service SYN attacks. We discuss our experience in m ...

Keywords: SCTP, fault-tolerance, head-of-line blocking, stream control transmission. protocol, transport layer service, web applications, web transport
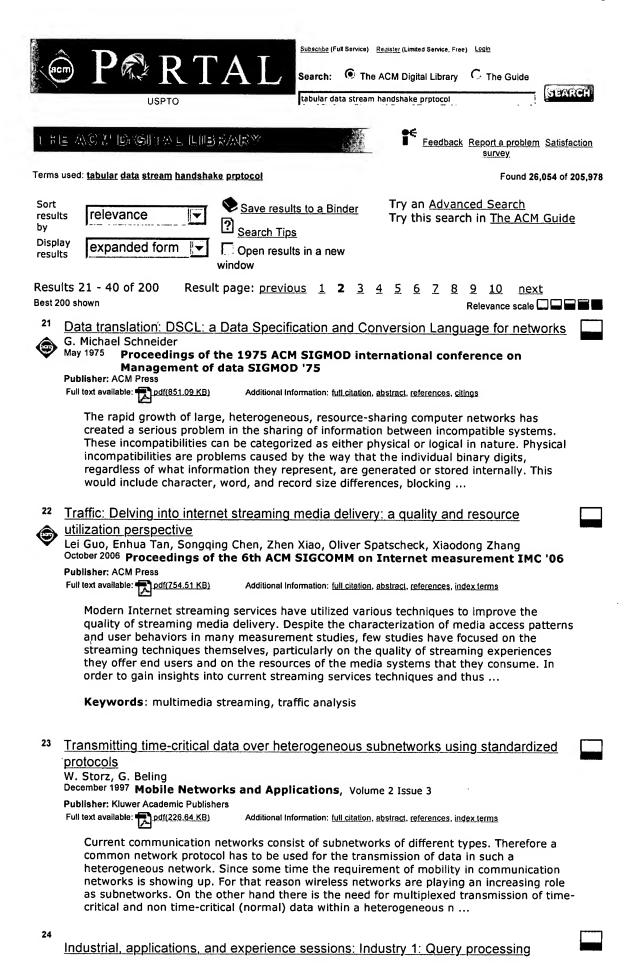
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21   Data translation: DSCL: a Data Specification and Conversion Language for networks

G. Michael Schneider

May 1975   **Proceedings of the 1975 ACM SIGMOD international conference on Management of data SIGMOD '75**

Publisher: ACM Press

Full text available: 📄 pdf(851.09 KB)   Additional Information: full citation, abstract, references, citings

The rapid growth of large, heterogeneous, resource-sharing computer networks has created a serious problem in the sharing of information between incompatible systems. These incompatibilities can be categorized as either physical or logical in nature. Physical incompatibilities are problems caused by the way that the individual binary digits, regardless of what information they represent, are generated or stored internally. This would include character, word, and record size differences, blocking ...

22   Traffic: Delving into internet streaming media delivery: a quality and resource utilization perspective

Lei Guo, Enhua Tan, Songqing Chen, Zhen Xiao, Oliver Spatscheck, Xiaodong Zhang

October 2006 **Proceedings of the 6th ACM SIGCOMM on Internet measurement IMC '06**

Publisher: ACM Press

Full text available: 📄 pdf(754.51 KB)   Additional Information: full citation, abstract, references, index terms

Modern Internet streaming services have utilized various techniques to improve the quality of streaming media delivery. Despite the characterization of media access patterns and user behaviors in many measurement studies, few studies have focused on the streaming techniques themselves, particularly on the quality of streaming experiences they offer end users and on the resources of the media systems that they consume. In order to gain insights into current streaming services techniques and thus ...

Keywords: multimedia streaming, traffic analysis

23   Transmitting time-critical data over heterogeneous subnetworks using standardized protocols

W. Storz, G. Beling

December 1997 **Mobile Networks and Applications,** Volume 2 Issue 3

Publisher: Kluwer Academic Publishers

Full text available: 📄 pdf(226.64 KB)   Additional Information: full citation, abstract, references, index terms

Current communication networks consist of subnetworks of different types. Therefore a common network protocol has to be used for the transmission of data in such a heterogeneous network. Since some time the requirement of mobility in communication networks is showing up. For that reason wireless networks are playing an increasing role as subnetworks. On the other hand there is the need for multiplexed transmission of time-critical and non time-critical (normal) data within a heterogeneous n ...

24

Industrial, applications, and experience sessions: Industry 1: Query processing

engines: Query processing in the aqualogic data services platform

Vinayak Borkar, Michael Carey, Dmitry Lychagin, Till Westmann, Daniel Engovatov, Nicola Onose

September 2006 **Proceedings of the 32nd international conference on Very large data bases VLDB '06**

Publisher: VLDB Endowment

Full text available: pdf(571.23 KB)   Additional Information: full citation, abstract, references, index terms

BEA recently introduced a new middleware product called the Aqua-Logic Data Services Platform (ALDSP). The purpose of ALDSP is to make it easy to design, develop, deploy, and maintain a data services layer in the world of service-oriented architecture (SOA). ALDSP provides a declarative foundation for building SOA applications and services that need to access and compose information from a range of enterprise data sources; this foundation is based on XML, XML Schema, and XQuery. This paper focus ...

25 Multiplexing issues in communication system design

C. C. Feldmeier

August 1990 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM symposium on Communications architectures & protocols SIGCOMM '90,**
Volume 20 Issue 4

Publisher: ACM Press

Full text available: pdf(1.30 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper considers some of the multiplexing issues in communication system design by examining overall system issues. In particular, we distinguish physical multiplexing of resources from logical multiplexing of streams. Both physical-resource multiplexing and logical multiplexing determine the service that can be provided by a communication system. We also discuss two issues affected by logical multiplexing - flow control and the relationship between control and data streams of a connect ...

26 A multiple stream microprocessor prototype system: AMP-1

Edward S. Davidson

May 1980   **Proceedings of the 7th annual symposium on Computer Architecture ISCA '80**

Publisher: ACM Press

Full text available: pdf(698.01 KB)   Additional Information: full citation, abstract, references, citings, index terms

A general-purpose multiple-stream processor with shared memory and a single time-multiplexed synchronous bus has been implemented. The AMP-1 system uses eight standard microprocessors and 64K bytes of memory. The design is highly efficient in the use of processor, bus, and memory resources. Preliminary performance measurements agree closely with an analytic memory access conflict model and show extremely low conflict-based performance degradation. Heavy interleaving of the memory and effect ...

27 Security analysis: Analysis of the 802.11i 4-way handshake

Changhua He, John C. Mitchell

October 2004 **Proceedings of the 2004 ACM workshop on Wireless security WiSe '04**

Publisher: ACM Press

Full text available: pdf(328.36 KB)   Additional Information: full citation, abstract, references, citings, index terms

802.11i is an IEEE standard designed to provide enhanced MAC security in wireless networks. The authentication process involves three entities: the supplicant (wireless device), the authenticator (access point), and the authentication server (e.g., a backend RADIUS server). A 4-Way Handshake must be executed between the supplicant and the authenticator to derive a fresh pairwise key and/or group key for subsequent data transmissions.We analyze the 4-Way Handshake protocol using a finite-state ve ...

Keywords: 4-way handshake, 802.11i, WLAN, authentication, denial-of-service, key management

28 Input data reuse in compiling window operations onto reconfigurable hardware

Zhi Guo, Betul Buyukkurt, Walid Najjar

June 2004   **ACM SIGPLAN Notices , Proceedings of the 2004 ACM SIGPLAN/SIGBED conference on Languages, compilers, and tools for embedded systems LCTES '04,** Volume 39 Issue 7

Publisher: ACM Press

Full text available: Additional Information:

pdf(253.01 KB)   full citation, abstract, references, citings, index terms

Balancing computation with I/O has been considered as a critical factor of the overall performance for embedded systems in general and reconfigurable computing systems in particular. Data I/O often dominates the overall computation performance for window operation, which are frequently used in image processing, image compression, pattern recognition and digital signal processing. This problem is more acute in reconfigurable systems since the compiler must generate the data path and the sequence ...

Keywords: VHDL, compilation, high-level synthesis, reconfigurable computing, reuse analysis

29 Streaming: STARCast: streaming collaboration architecture on heterogeneous environment everywhere
Takeshi Tsuchiya, Hirokazu Yoshinaga, Keiichi Koyanagi
October 2004 **Proceedings of the 2004 ACM workshop on Next-generation residential broadband challenges NRBC '04**
Publisher: ACM Press
Full text available: pdf(1.01 MB)   Additional Information: full citation, abstract, references, index terms

Recently, the increasing of network node by appearing the home network and discounting of PC, and the matters for security complicate the computer based network such as the Internet, which conceales it by IP. In this paper, we propose STARCast (Streaming Transit AnywheRe broadCasts) system with which existing networks are overlaid. It provides steaming service without depending on the underlying network environment such as NAT, firewall and IPv6. STARCast adaptively changes their transport pr ...

Keywords: heterogeneous transport networks, overlay streaming, peer-to-peer

30 Session P2: large data sets: Semotus Visum: a flexible remote visualization framework
Eric J. Luke, Charles D. Hansen
October 2002 **Proceedings of the conference on Visualization '02 VIS '02**
Publisher: IEEE Computer Society
Full text available: pdf(622.60 KB)   Additional Information: full citation, abstract, references, citings, index terms

By offering more detail and precision, large data sets can provide greater insights to researchers than small data sets. However, these data sets require greater computing resources to view and manage. Remote visualization techniques allow the use of computers that cannot be operated locally. The Semotus Visum framework applies a high-performance client-server paradigm to the problem. The framework utilizes both client and server resources via multiple rendering methods. Experimental results sho ...

Keywords: client/server, remote visualization

31 Real-time shading
Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB)   Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

32 Industrial session: data warehousing and data mining: Bridging the gap between OLAP and SQL
Jens-Peter Dittrich, Donald Kossmann, Alexander Kreutz
August 2005 **Proceedings of the 31st international conference on Very large data bases VLDB '05**

Publisher: VLDB Endowment

Full text available: ⬛ pdf(409.18 KB)   Additional Information: full citation, abstract, references, index terms

> In the last ten years, database vendors have invested heavily in order to extend their products with new features for decision support. Examples of functionality that has been added are top N [2], ranking [13, 7], spreadsheet computations [19], grouping sets [14], data cube [9], and moving sums [15] in order to name just a few. Unfortunately, many modern OLAP systems do not use that functionality or replicate a great deal of it in addition to other database-related functionality. In fact, the ga ...

33 The theory of parsing, translation, and compiling

Alfred V. Aho, Jeffrey D. Ullman

January 1972 Book

Publisher: Prentice-Hall, Inc.

Full text available: ⬛ pdf(98.28 MB)   Additional Information: full citation, abstract, references, citings, index terms

> **From volume 1 Preface (See Front Matter for full Preface)**
>
> This book is intended for a one or two semester course in compiling theory at the senior or graduate level. It is a theoretically oriented treatment of a practical subject. Our motivation for making it so is threefold.
>
> (1) In an area as rapidly changing as Computer Science, sound pedagogy demands that courses emphasize ideas, rather than implementation details. It is our hope that the algorithms and concepts presen ...

34 Streams to physics processors: ParallAX: an architecture for real-time physics

Thomas Y. Yeh, Petros Faloutsos, Sanjay J. Patel, Glenn Reinman

June 2007 **Proceedings of the 34th annual international symposium on Computer architecture ISCA '07**

Publisher: ACM Press

Full text available: ⬛ pdf(429.12 KB)   Additional Information: full citation, abstract, references, index terms

> Future interactive entertainment applications will featurethe physical simulation of thousands of interacting objectsusing explosions, breakable objects, and cloth effects. Whilethese applications require a tremendous amount of performanceto satisfy the minimum frame rate of 30 FPS, there is a dramatic amount of parallelism in future physics workloads.How will future physics architectures leverage parallelismto achieve the real-time constraint?.
>
> We propose and characterize a set of for ...
>
> **Keywords**: application specific processor, chip multiprocessor, interactive entertainment, physics based animation, real-time physics, stream processing

35 Third-party handshake protocol for efficient peer discovery and route optimization in IEEE 802.15.3 WPANs

Zhanping Yin, Victor C. M. Leung

October 2006 **Mobile Networks and Applications**, Volume 11 Issue 5

Publisher: Kluwer Academic Publishers

Full text available: ⬛ pdf(955.92 KB)   Additional Information: full citation, abstract, references, index terms

> Designed for high data rate wireless personal area networks, the IEEE 802.15.3 medium access control (MAC) protocol fits well with emerging technologies like ultra-wideband. Peer discovery is essential in 802.15.3 piconets in w3:22 hich devices (DEVs) exchange MAC frames in a peer-to-peer manner. If two peer DEVs are unreachable, the standard peer discovery method will fail after unproductive backoff retransmissions, and a costly network layer routing is required. For DEVs uniformly distributed ...
>
> **Keywords**: 802.15.3, medium access control (MAC), peer discovery, wireless personal area network (WPAN)

36 Conversion from data-driven to synchronous execution in loop programs

Janice E. Cuny, Lawrence Snyder

October 1987 **ACM Transactions on Programming Languages and Systems (TOPLAS),**
Volume 9 Issue 4
Publisher: ACM Press
Full text available: pdf(1.38 MB)   Additional Information: full citation, abstract, references, citings, index terms

Conversion algorithms are presented that would enable programmers to write programs in a high-level, data flow language and then run those programs on a synchronous machine. A model of interprocess communication systems is developed in which both data-driven and synchronous execution modes are represented. Balancing equations are used to characterize a subclass of parallel programs, called loop programs, for which conversions are possible. We show that all loop programs having the finite bu ...

37 Track 4: reconfigurable computing (part 2): Dynamic loop pipelining in data-driven architectures
João M. P. Cardoso
May 2005   **Proceedings of the 2nd conference on Computing frontiers CF '05**
Publisher: ACM Press
Full text available: pdf(225.71 KB)   Additional Information: full citation, abstract, references, index terms

Data-driven array architectures seem to be important alternatives for coarse-grained reconfigurable computing platforms. Their use has provided performance improvements over microprocessors and shorter programming cycles than FPGA-based platforms. As with other architectures, in data-driven architectures loop pipelining plays an important role to improve performance. Usually this kind of pipelining can be achieved using the dataflow software pipelining technique or other software pipelining appr ...

Keywords: compilation, data-driven architectures, dataflow, reconfigurable computing, software pipelining

38 Experimental testbeds and data: Performance optimizations for wireless wide-area networks: comparative study and experimental evaluation
Rajiv Chakravorty, Suman Banerjee, Pablo Rodriguez, Julian Chesterfield, Ian Pratt
September 2004 **Proceedings of the 10th annual international conference on Mobile computing and networking MobiCom '04**
Publisher: ACM Press
Full text available: pdf(262.46 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present a comparative performance study of a wide selection of optimization techniques to enhance application performance in the context of wide-area wireless networks (WWANs). Unlike in traditional wired and wireless IP-based networks, applications running over WWAN cellular environments are significantly affected by the vagaries of the cellular wireless medium. Prior research has proposed and analyzed optimizations at individual layers of the protocol stack. In contrast, we introduce the fi ...

Keywords: 3G, CDMA 2000, GPRS, HTTP, TCP, UMTS, cellular, cross-layer interactions, multi-layer performance optimizations, proxy

39 Connecting time-oriented data and information to a coherent interactive visualization
Ragnar Bade, Stefan Schlechtweg, Silvia Miksch
April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '04**
Publisher: ACM Press
Full text available: pdf(1.35 MB)   Additional Information: full citation, abstract, references, index terms

In modern intensive care units (ICUs), the medical staff has to monitor a huge amount of high-dimensional and time-oriented data, which needs to be visualized user- and task-specifically to ease diagnosis and treatment planning. Available visual representations, like diagrams or charts neglect the implicit information as well as a-priory or associated knowledge about the data and its meaning (for example, 38.5°C (101.3°F) is moderate fever and 41°C (105.8°F) is critical fever ...

Keywords: health care, information visualization, medical application: intensive care units, temporal data modeling and abstraction, user interface design, visualization

40 SCTP versus TCP for MPI

Humaira Kamal, Brad Penoff, Alan Wagner
November 2005 **Proceedings of the 2005 ACM/IEEE conference on Supercomputing SC '05**
Publisher: IEEE Computer Society
Full text available: pdf(429.38 KB)   Additional Information: full citation, abstract, index terms

SCTP (Stream Control Transmission Protocol) is a recently standardized transport level protocol with several features that better support the communication requirements of parallel applications; these features are not present in traditional TCP (Transmission Control Protocol). These features make SCTP a good candidate as a transport level protocol for MPI (Message Passing Interface). MPI is a message passing middleware that is widely used to parallelize scientific and compute intensive applicati ...